

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently amended) A method for playing a computer-based Klondike-style solitaire game in a tournament framework comprising,

selecting a tournament event having predetermined entry criteria and game features from a game menu,

wherein said entry criteria comprises a tournament start time,

retrieving input over the internet regarding said tournament event including data to generate a random card sequence and instructions to enable said game features associated with said selected tournament event from a server to a personal computer after said tournament start time and before a tournament ending event, wherein said game features comprise game rules and game patterns to extend play, and graphic elements,

playing and scoring solitaire games according to said input by moving cards from [[a]] play stacks to a column or an ace stack or between said columns in said personal computer and said score is based in part on the speed that a player successfully makes a move,

transmitting scores from said personal computer over the internet to a server after [[each]] said game is complete and before said tournament ending event occurs,

comparing said score to the scores of other players that are entered into said tournament event, and, in the event that said transmitted score is determined to be a winning score, transmitting

information comprising the game play sequence, and

displaying said scores on a website that can be accessed by said players, and wherein said personal computer only receives input from said internet server ~~during~~, before and after said solitaire game.

2. (Currently amended) The method for playing a computer-based Klondike-style solitaire game according to claim 1 further comprising

comparing a score of said solitaire game with scores of other players in said internet server to obtain rankings of the players, and

displaying said score and said rankings on said computer.

3. (Currently amended) The method for playing a computer-based Klondike-style solitaire game according to claim 1 wherein said graphic elements ~~comprising~~ comprise a play field background and a card back graphics.

4. (Original) The method for playing a computer-based solitaire game according to claim 1 wherein said scoring method is selected from said group consisting of comprising scoring by a speed of each successful move, scoring by a total number of successful moves and said combination thereof.

5. (Currently amended) The method for playing a computer-based solitaire game according to claim 4 wherein said scoring by a speed of each successful move is indicated by ~~[[a]]~~ an elapsed/countdown time indicator.

6. (Currently amended) The method for playing a computer-based Klondike-style solitaire game according to claim 1 wherein said game pattern and rules to extend play comprise ~~comprises~~ multiple discard play stacks from which a card may be moved to said column or ace stack in a conventional Klondike solitaire game.

7. (Currently amended) The method of playing a computer-based Klondike-style solitaire game according to claim 1 wherein said game pattern further comprises a target indicator displayed in association with a column stack, and when a player removes all cards in said column stack, the player is awarded a bonus score.

8. (Currently amended) The method for playing a computer-based solitaire game according to claim 1 wherein said game pattern and rules to extend play further comprise ~~comprises~~ a wild card feature in which if a player chooses a wild card to place on a desired location, a first card that can be played at said desired location is marked in said play stack or said column, and when said first card is revealed later, said first card is removed from play and a next card in said column is revealed.

9. (Currently amended) The method for playing a computer based Klondike-style solitaire game according to claim 1 wherein said game pattern and rules to extend play further ~~comprise~~ comprises a play stack for future play in which a player moves a card from a discard play stack to said future play stack and said card on said future play stack is available for play at any time during the game.

10. (Original) The method for playing a computer-based solitaire game according to claim 1 wherein said game pattern comprises a method for a player to prematurely end said game.

11. (Currently amended) A computer-based Klondike-style solitaire tournament game comprising

a network connection to a server for retrieving an input and for comparing scores, and
a control system for a player, said control system comprising means for operating on said input means to transmit scores to said server, and means for displaying said input and said comparison results to said players,

wherein said input comprises a scoring method and a game pattern which is unique to each player and said input is controlled and predetermined by said server, and said game pattern comprises game features, graphic elements, and distribution of cards throughout a play field for the play of a particular game, said network connection only retrieving input and comparing

scores during at least one of before and after the play of the particular game.

12. (Currently amended) A method for operating a tournament Klondike-style solitaire game over the internet comprising establishing communication over said internet between a central server and a plurality of players' computers,

downloading an input onto said players' computers, said input comprising a scoring method, a game pattern, and a tournament structure, said game pattern comprising data to generate a random sequence of cards and game features that extend play, which are controlled and predetermined by said central server, wherein said game pattern is likely unique to each player, said game features selected from a group consisting of a multiple discard play stack feature, a play later feature, a wild card feature, a multiple game feature, a sprint game feature, and a bust the deck feature;

re-accessing periodically to each said player's computer from said central server, transferring information relating to each said player's identity, the game, and game result to said central server,

comparing scoring results from multiple players in said central server according to said tournament structure,

displaying said comparison results on said player's computer, and

~~continuing playing said game according to said results and said tournament structure,~~

wherein said player's computer only receives said input prior to playing a game, and said

player's computer optionally display commercial banners from said server, and said game pattern comprises game features, graphic elements, and distribution of cards throughout a play field for the play of a particular game.

13. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said tournament structure is that scores are collected over a predetermined length of time period, players are provided data that results in a randomly shuffled decks of cards, and a player with a highest score within said period wins.

14. (Currently amended) The method for operating a Klondike-style solitaire tournament according to claim 12 wherein said tournament structure is that said game progresses until a first player exceeds a predetermined score and said tournament begins at a predetermined time.

15. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said tournament structure is that a player has a predetermined length of time period to make a successful play and each successful play is credited with a predetermined non-decreasing point value, and a [[play]] player with highest point value within said period wins.

16. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said tournament structure is that a player first to bust a deck wins.

17. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said tournament structure is that players who have never previously won before are capable of playing in said game.

18. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said scoring method is selected from said group consisting of scoring by a speed of each successful move, scoring by a total number of successful moves and said combination thereof.

19. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 18 wherein said scoring by a speed of each successful move is indicated by an elapsed/countdown time indicator.

20. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said game pattern comprises multiple play stacks from which cards may be moved to said column or said ace stack.

21. (Currently amended) The method of operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said game pattern further comprises a target indicator displayed in association with a column stack, and when a player removes all cards in said column stack, the player is awarded a bonus score.

22. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said game pattern comprises a wild card feature in which if a player chooses a wild card to place on a desired location, a first card that can be played at said desired location is marked in said play stack or said column, and when said first card is revealed later, said first card is removed from play and a next card in said column is revealed.

23. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said game pattern comprises a play stack for future play in which a player moves a card from a play stack to said future play stack to reserve for future use.

24. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said game pattern comprise a seed of a random number generated by said central server to decide a deal card sequence in said player's computer.

25. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 further comprising
verifying user name and ID of said player, and
deducting money from said player's account if said game is a paid-for game before the step of downloading an input into said player's computer.

26. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said graphic elements comprise a play field background and a card back graphics.

27. (Currently amended) The method for operating a Klondike-style solitaire tournament game over the internet according to claim 12 wherein said game pattern comprises a method for a player to prematurely end said game.

28. (Canceled)

29. (Original) The method as described in claim 1 wherein said tournament ending event comprises a predetermined time.

30. (Original) The method as described in claim 1 wherein said tournament ending event comprises reaching a predetermined score.

31. (Canceled)